

### **Listing of Claims:**

This listing of claims will replace all prior versions, and listing, of claims in the application.

1. (Currently Amended) A gaming machine having an improved game display comprising:  
a wager input device for receiving a wager to play a wagering game on the gaming machine;  
a flat panel display located in the game display;  
a central processing unit having a memory for storing a plurality of video images, the central processing unit further for selecting one of the plurality of video images and communicating the selected video image to the flat panel display for display of the selected video image;  
a drive mechanism connected to the flat panel display; and  
the central processing unit further for controlling the drive mechanism to position the flat panel display along a translational path and for determining a randomly selected game outcome, the randomly selected game outcome determining the video image selected by the central processing unit, the selected game outcome being independent of the position of the flat panel display.
2. (Currently Amended) The gaming machine as described in claim 1, wherein the central processing unit selects another one of the plurality of video images to display on the flat panel display as a function of the position of the flat panel display in the game display.
3. (Canceled) The gaming machine as described in claim 1, wherein the central processing unit determines a randomly selected game outcome, the randomly selected game outcome determining the video image selected by the central processing unit.
4. (Canceled) The gaming machine as described in claim 1, wherein the central processing unit determines a randomly selected game outcome, the randomly selected game outcome determining the position of the flat panel display, the randomly selected game outcome further for determining the video image displayed on the flat panel display.

5. (Original) The gaming machine described in claim 1, wherein the video image communicated to the flat panel display is a video data stream for producing an animated video image on the flat panel display.

6. (Original) The gaming machine as described in claim 1, wherein the drive mechanism comprises a carriage moveable relative to the gaming display, the flat panel display attached to the carriage, and a motor to drive the carriage and position the flat panel display.

7. (Original) The gaming machine described in claim 1, wherein the drive mechanism comprises a first carriage and a second carriage, the first carriage moveable relative to the game display, the second carriage moveable relative to the first carriage, the flat panel display connected to the second carriage, each carriage having a motor for positioning the flat panel display.

8. (Original) The gaming machine as described in claim 7, wherein the second carriage is magnetically coupled to the flat panel display through the game display.

9. (Original) The gaming machine as described in claim 1, wherein the game display has a track therethrough, the drive mechanism is located behind the game display, the flat panel display is located in front of the game display, and a carriage connects the drive mechanism to the flat panel display through the track.

10. (Currently Amended) A gaming machine having an improved game display comprising:  
a wager input device for receiving a wager to play a wagering game on the gaming machine;  
a flat panel display located in the game display, the flat panel display having a memory for storing a plurality of video images, each video image associated with one of a plurality of signals;  
a central processing unit for selecting one of the plurality of signals and communicating the selected signal to the flat panel display;  
the flat panel display for receiving the selected signal and identifying the video image associated with the selected signal for display of the associated video image;

a drive mechanism connected to the flat panel display; and  
the central processing unit further for controlling the drive mechanism to position the flat panel display along a translational path and for determining a randomly selected game outcome, the randomly selected game outcome determining the selected signal for display of the associated video image independent of the position of the flat panel display.

11. (Currently Amended) A method for providing an improved game display for a gaming machine comprising:

receiving a wager to play a wagering game on the gaming machine;  
moving a flat panel display in the game display with a drive mechanism controlled by a central processing unit along a translational path;  
storing a plurality of video images;  
determining a randomly selected game outcome;  
selecting one of the plurality of video images with the central processing unit based on the randomly selected game outcome; and  
displaying the selected video image on the flat panel display independent of the position of the flat panel display.

12. (Currently Amended) The method for providing an improved game display as described in claim 11, wherein another ~~the~~ video image displayed is a function of the position of the flat panel display in the game display.

13. (Canceled) The method for providing an improved game display as described in claim 11, wherein the central processing unit determines a game outcome, the game outcome determining the video image selected.

14. (Canceled) The method for providing an improved game display as described in claim 11, wherein the central processing unit determines a randomly selected game outcome, the randomly selected game outcome determining the position of the flat panel display, the randomly selected game outcome further determining the video image selected for display.

15. (Original) The method for providing an improved game display as described in claim 11, further comprising streaming video data from the central processing unit to the flat panel display to produce the video image.

16. (Original) The method for providing an improved game display as described in claim 11, further comprising:

- storing the plurality of video images in a memory on the flat panel display, each of the plurality of video images associated with one of a plurality of signals;
- selecting with the central processing unit one of the plurality of signals;
- transmitting the selected signal to the flat panel display;
- identifying the video image associated with the selected signal; and
- displaying on the flat panel display the identified video image.

17. (Previously Presented) The gaming machine of claim 1, wherein the selected video image includes an image indicative of a randomly selected game outcome associated with the wagering game.

18. (Previously Presented) The gaming machine of claim 17, wherein the randomly selected game outcome is associated with a bonus game of the wagering game.

19. (Previously Presented) The method of claim 11, wherein the selected video image includes an image indicative of a randomly selected game outcome associated with the wagering game.

20. (Previously Presented) The method of claim 19, wherein the randomly selected game outcome is associated with a bonus game of the wagering game.

21. (New) A gaming machine having an improved game display comprising:

- a wager input device for receiving a wager to play a wagering game on the gaming machine;
- a flat panel video display located in the game display;
- a memory for storing a plurality of video images;

a controller for selecting at least one of the plurality of video images in the memory;  
a flat panel video display located in the game display and for portraying the at least one selected video image, the at least one selected video image portraying a game outcome randomly selected from a plurality of possible outcomes;  
a drive mechanism connected to the flat panel video display; and  
the controller further for controlling the drive mechanism to position the flat panel display along a translational path according to the randomly selected game outcome.